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Subject: 2d Tileset's

Posted by [gibberish](#) on Mon, 08 Mar 2004 23:52:14 GMT

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IRON-FARTUse a top down view from level edit or w3d viewer for reference, but remember that a top down view in a 3d application will show it in perspective.

Ok, I am a GMax noob, but I assume I could use the top down view in GMax for this (instead of the perspective view).

Is there a quick way to do backface removal in GMax, ie delete all the ceilings so that I am left with an image with just floors and walls that are visible from above, in it.

Then all I need to do is the manual edit to remove the "upper" level in order to take the screen grab for the lower level.

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